Zheyuan (Charles) Xu

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Aspiring computer engineer and inventor seeking for summer 2021 software engineering internship.

EDUCATION

University of Washington (Master of Science in Computer Science and System) **Sep 2020-Dec 2021**

Georgia Institute of Technology (Electrical Engineering & Computer Science, Bachelor of Science) **Aug 2015-May 2020**

EXPERIENCES

GTSR (Georgia Tech System Research) Lab **Jan 2020-Aug 2020**

Research Assistant

- Worked on building GT-MAB (miniature aerial blimp) 2.0, participated in major system and mechatronics design, as well as production-level firmware development in C++ with well-written documentation.
- Developed an assistive ground station for debugging and testing (both in MATLAB and C#).
- Improved communication link between blimp and ground station, lowered latency by more than **150** times.
- Helped in achieving 6 DOF stabilization on the blimp, co-authored publication in review.
- Worked on refurbishing and automating the OSV (omni-directional surface vehicle), integrated RTK (real-time kinematic) GPS modules, enabling centimeter-level accuracy in position and heading measurements under complex electromagnetic environments.

Patents

Ultra-lightweight Low Latency Flight Control System

A low-power, low-latency, lightweight headless flight control system suite for indoor robotics systems

- Co-inventor, participated in system and firmware development, reduced its weight to within 0.5 grams
- https://licensing.research.gatech.edu/technology/flight-control-system-miniature-aerial-robots

Highly Effective Motion Marker for Small Aerial Robots

A robust, lightweight, low-power marker that eliminates the need for external light sources in indoor motion capture systems.

- Co-inventor, electronic design and verification
- https://licensing.research.gatech.edu/technology/highly-effective-motion-capture-marker-small-aerial-robots

SKILLS

Languages: Python, Java, C#, C, C++, JavaScript, CSS, HTML, SQL, Swift, Objective-C, Dart, MATLAB

Frameworks: Android Studio, Visual Studio, Unity, Git, Firebase, Xcode, Matlab, Three.js, RabbitMQ, Flutter, React, Solidworks, Eagle CAD, BigQuery, GCP, Azure, AWS

PERSONAL PROJECTS

FERM (Firefighting Emergency Resource Management) **Mar 2021**

A resource management tool that assists firefighters in resource distribution

- Coded the frontend animation in Three.js, HTML and CSS
- Integrated the backend in Azure cloud with the frontend for real-time information updates

AdaEye, -winner for Best Use of Google Cloud, *MakeHarvard 2021* **Feb 2021**

A voice-controlled navigation and cognitive package for visually impaired

- Integrated the mechanical gimbal with Arduino board and Jetson Nano, implemented the user interface in Swift
- Deployed RabbitMQ in Azure cloud server, which enables real-time delivery of control commands
- Integrated GPT-3 Davinci bot with the voice query, capable of answering complex questions

Neomap, -winner for Best Use of Google Cloud and Radar.io Most Creative Award, *MLH New Year New Hack 2021* **Jan 2021**

An augmented-reality app for share your new year resolution and relive your older memories

- Integrated hand gesture detection with reality kit, allowing real-time keyboard-less reaction to the posts
- Integrated Firebase for storing user information, user posts, and user authentication

VCart **Dec 2020**

A mixed-reality, remote shopping experience on your cell phone

- Experimented with Apple's Vision and machine learning framework, optimized the code for better performance with ARKit
- Added action triggers, allowing users to add items to the cart by grabbing the virtual commodities